



# Dutch Vehicles, Airplanes and Guns Charts

| NAME and TYPE                                    | YEAR      | SHOOTING    | Shooting at vehicles |
|--|-----------|-------------|----------------------|
| Artillery  |           |             |                      |
| 8cm mortars                                      | 1930      | 4" template | 1CD                  |
| 47mm Bohler PAG Anti-Tank                        | 1935      | 2           | 2CD                  |
| 47mm Kazemat gun Static                          | 1935      | 2           | 2CD                  |
| Geweer T.P. 20mm Solothurn AT gun                | 1938      | 1           | 1CD                  |
| 6-veld 57mm field gun                            | 1894      | 2" template | 2CD                  |
| 7-veld 75mm field gun                            | 1904      | 4" template | 2CD                  |
| 8-staal 84 mm field gun                          | 1881      | 6" template | 1CD                  |
| 10-veld 105 mm field gun                         | 1927      | 6" template | 2CD                  |
| 125 mm and 150 mm fortress guns                  | 1917      | 6" template | 2CD                  |
| Gun 6 tl [57 mm] Anti Aircraft                   | 1916      | 2           | 1CD                  |
| Gun 7 tl [75 mm] Anti Aircraft                   | 1916      | 4           | 2CD                  |
| Gun 8 tl [76 mm] Anti Aircraft                   | 1917      | 4           | 2CD                  |
| Gun 10 tl [94 mm] Anti Aircraft                  | 1925      | 6           | 3CD                  |
| Gun 2 tl [20 mm] no.1 and no.2 Anti Aircraft     | 1939      | 2           | 1CD                  |
| Gun 4 tl [40 mm] Anti Aircraft                   | 1932      | 2           | 1CD                  |
| Gun 7.5 tl [75 mm] Vickers / Skoda Anti Aircraft | 1935/1940 | 4           | 2CD                  |



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Artillery was usually manned by a crew of four or five, some even less or more. A crew fights hand to hand with one dice per miniature. Morale depends on the number of miniatures as well. A crew of five will become shaken at three casualties and will break with one miniature left. They move the same as the infantry pushing it

When shooting at vehicles roll a single D6 to hit. On a roll of 4, 5, or 6 the target is hit. Now roll the BelloLudi Commander dice to see the amount of damage the vehicle has taken. With a roll of **B** being a bullseye, destroying the vehicle. A roll of 0 will do no damage and a roll of 1, 2, or 3 will give that much damage respectively.

If a gun has a rating of 2CD or 3CD, roll that many Commander Dice and add the number together. The total is the amount of damage the vehicle has taken. Should the number of damage exceed the armour number, the vehicle is deemed destroyed.

| NAME AND TYPE             | Speed CC/ road | year | ARMAMENT | SHOOTING | Shooting at vehicles | ARMOUR | MORALE |
|---------------------------|----------------|------|----------|----------|----------------------|--------|--------|
| AFV's                     |                |      |          |          |                      |        |        |
| Morris Pantserwagen<br>MG | 8"/12"         | 1938 | VMG      | 3        | 1CD                  | 3      | 2/1    |
| Carden Loyd MG Carrier    | 8"/12"         | 1927 | VMG      | 3        | 1CD                  | 3      | 2/1    |
| M36 Pantserwagen          | 12"/18"        | 1936 | Cannon   | 2        | 1CD                  | 3      | 2/1    |
| M38 Pantserwagen          | 12"/18"        | 1938 | Cannon   | 2        | 1CD                  | 3      | 2/1    |
| M39 Pantserwagen          | 12"/18"        | 1939 | Cannon   | 2        | 1CD                  | 3      | 2/1    |

Machinegun fire is only effective against vehicles with an armour of 4 or less, or open topped vehicles.

You can only fire one weapon from the turret. When firing the main gun, the turret mounted machine gun cannot shoot.



# Dutch Vehicles, Airplanes and Guns Charts

| NAME AND TYPE               | year | ARMAMENT          | SHOOTING | Shooting at vehicles | Bombing (templates) |
|-----------------------------|------|-------------------|----------|----------------------|---------------------|
| Dutch Aircraft              |      |                   |          |                      |                     |
| Fokker D.XVII fighter       | 1931 | MMG               | 2        | 1CD                  |                     |
| Fokker DXXI Fighter         | 1936 | 2 x MMG           | 4        | 1CD                  |                     |
| Fokker G1 fighter Bomber    | 1937 | 4xMMG/ autocannon | 8/2      | 2CD                  |                     |
|                             |      | 1x Medium bomb    |          | 2CD                  | 1x4"                |
| Fokker T.V. Bomber          | 1938 | MMG               | 2        | 1CD                  |                     |
|                             |      | 2x medium bombs   |          | 2CD                  | 2x4"                |
| Fokker C.X Fighter bomber   | 1933 | MMG               | 2        | 1CD                  |                     |
|                             |      | 2x Light bombs    |          | 1CD                  | 2x4"                |
| Koolhoven F.K.51 Fighter    | 1935 | MMG               | 2        | 1CD                  |                     |
| Douglas 8-3N Fighter Bomber | 1939 | MMG               | 2        | 1CD                  |                     |
|                             |      | 1 x light bomb    |          | 1CD                  | 1x2"                |
| Fokker C.V Fighter bomber   | 1925 | MMG               | 2        | 1CD                  |                     |
|                             |      | 1 x Light bomb    |          | 1CD                  | 1x2"                |

An aircraft can either strafe a target with its machine guns or make a bombing run. A bombing run you can make once per game, dropping all available bombs. All aircraft have a 48" movement rate and an armour of 5. Aircraft are driven off when they are shaken.